



DEFIANT

2

NOVEMBER

\$2.50

\$3.25 CANADA

DARK DOMINION™



LET THERE BE LIGHT!

HALINTS OF THE VERY RICH PART TWO

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PURCELL AND ED POLGARDY

CREATED BY JIM SHOOTER/
SERIES AND CHARACTERS
DEVELOPED BY JIM SHOOTER
AND STEVE DITKO

MIDTOWN MANHATTAN,
DEEP BENEATH
GRAND CENTRAL
STATION...

9:26 P.M.

THOSE WHO LIVE
DOWN HERE CALL
THIS NIGHTMARE
UNDERWORLD
THE BOWELS...

...AND NEVER HAS ANY
PLACE BEEN MORE
APPROPRIATELY
NAMED.

AT THE BLACK AND TWISTED
HEART OF THE BOWELS
WAITS THE STEAMPIT...

... CAPABLE OF COOKING
THE FLESH OFF A BODY
IN A MATTER OF MINUTES.

THIS IS WHERE THE WICKED
WHO WALK THESE DANGEROUS
PASSAGEWAYS DISPOSE OF
THEIR VICTIMS, THEIR
UNWANTED REFUSE...

...AND RIGHT NOW IT
SEEMS THAT REFUSE
INCLUDES ME!

"GOOD-BYE,
OLD STICK..."

"...AND GOOD RIDDANCE!"





OH, LORD, HAST THOU FORSAKEN YOUR CHILDREN IN THE VALLEY OF THE SHADOW?

DON'T WASTE YOUR BREATH, DEAR MERCY.

YOUR PRECIOUS LORD CANNOT HEAR YOU DOWN HERE...



... AND BY NOW, I IMAGINE, NEITHER CAN YOUR INTERFERING FRIEND.

YOUR VAUNTED GLIMMER OF HOPE HAS FINALLY BEEN ELIMINATED.



HOWCUM YOU DIDN'T JUST LET ME BASH 'IM WIT' MY BASEBALL BAT, BOSS?

CLUNK, PLEASE... THAT WOULD HAVE BEEN FAR TOO EASY, FAR TOO PRIMITIVE.

I MUCH PREFER A SOLUTION WITH STYLE.

HEY, WHAT ABOUT THE CRAZY OLD BROAD, MISTER CHASM, SIR?

WANT ME TO GUT HER, THEN TOSS HER IN AFTER HER PAL?



NO, SKINNER... I THINK YOU'D BEST BRING DEAR MERCY ALONG FOR NOW.

I DO, AFTER ALL, HAVE OTHER PLANS... AND SHE MIGHT YET PROVE USEFUL.

THE FOOL HAS SAID IN HIS HEART, THERE IS NO GOD...



... BUT THERE AIN'T NOTHING HID FROM THE HEAT THEREOF...

IF SHE DOES NOT REMAIN QUIET, HOWEVER...

... FEEL FREE TO CUT OUT HER TONGUE.

9:36 P.M.

NOT ALL THE VERMIN LIVING
IN THE BOWELS ARE OF THE
TWO-LEGGED VARIETY....

SOME RODENTS ARE
DRAWN HERE BY
NATURE...

...BY CURIOSITY...

...BUT ALL OF
THEM ARE
CHASED
AWAY BY
FEAR!

WHO KNOWS WHAT WONDERS
THEY MIGHT DISCOVER--IF
THEY COULD ONLY LEARN TO
OVERCOME THEIR FEAR...

...AS I HAVE!



NEXT TIME YOU
TRY TO KILL
ME, CHASM...

...YOU'D BETTER
MAKE CERTAIN
I'M UNCONSCIOUS
FIRST!

OR HAVE YOU FORGOTTEN
THAT NOTHING FROM THE
NORMAL PLANE CAN
AFFECT ME WHEN I'M IN
QUANTUM FORM...

...AND THAT
INCLUDES
YOUR OVER-
BLOWN
STEAM!



GONE?



INTERESTING.

YOU'D THINK HE'D
STICK AROUND FOR
A WHILE TO ADMIRE
HIS HANDWORK.

OBSOULETLY
I STILL HAVE
A GREAT DEAL
TO LEARN
ABOUT HIM...



...LIKE WHAT IT
IS HE SEEMS
TO THRIVE
ON HERE!

THE THINGS
I SAW AT THE
BOTTOM OF
THIS PIT...



...THE TORTURED
HUMAN
REMAINS...

...THE
ATROCITIES...

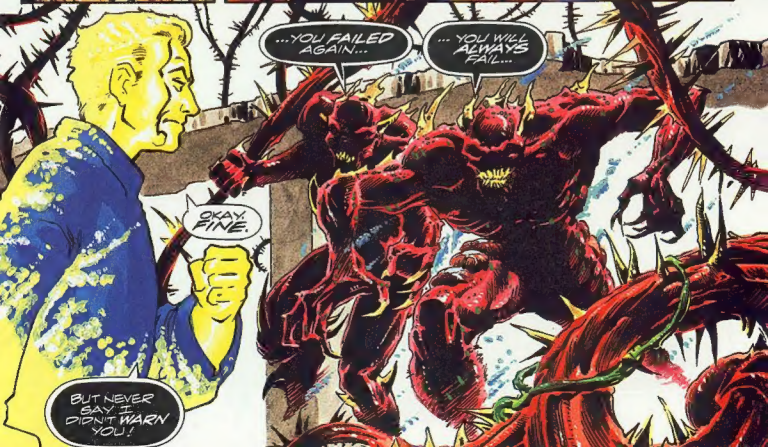
...THE...

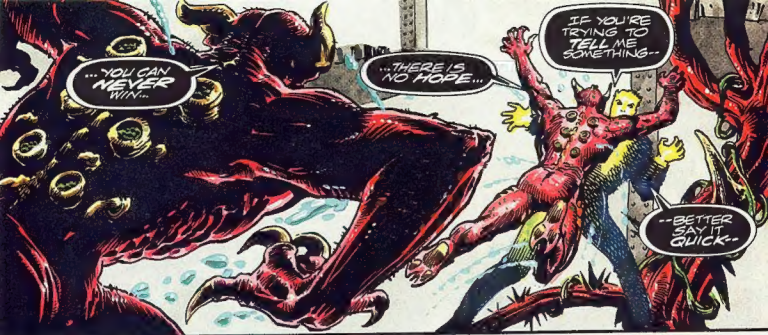
...THE...



...OH!
GOD...

MHHH...
HUHLLGH...







BUT THAT'S WHY
I'VE COME
HERE--

--TO PUT AN
END TO
CHASM'S
INFLUENCE--



--TO BALANCE
ALL THE FEAR
THAT THREATENS
THIS CITY... BY
BECOMING ITS
GLIMMER OF
HOPE!



I MUSTN'T LOSE
SIGHT OF THAT...

...MUSTN'T
LET ANGER
BLIND ME
TO WHAT'S
REALLY
IMPORTANT.

...YOU ARE
WORTHLESS...



...A MISERABLE
FAILURE...

YOU CAN
SAY
WHATEVER
YOU WANT,
DEVON...



...BUT I DON'T
HAVE TO STAY
HERE AND
LISTEN.

...FROM
SUCH
A LOW
PLACE...



I HAVE SO MUCH
POWER AT MY
COMMAND NOW...

...SO LONG AS I DON'T
LOSE CONTROL OF IT...

...SO LONG
AS I NEVER
SUCCEUMB
TO FEAR!

...SO MUCH
POTENTIAL
TO MAKE A
DIFFERENCE...

THINK
LOGICALLY,
MICHAEL...

IF CHASM MURDERED
MERCY, HE'D HAVE
JUST DUMPED HER
BODY NEARBY.

IF HE'D LET
HER GO
UNHARMED,
SHE'D HAVE
BEEN
WAITING
FOR ME.

SO HE MUST
BE HOLDING
HER HOSTAGE!

BIG
QUESTION IS WHY...
--AND WHERE?

THERE ARE
A MILLION
PLACES HE
COULD BE
HIDING
HER IN THE
BOWELS...

...AND I DON'T HAVE
THE FAINTEST IDEA
WHERE TO EVEN
START LOOKING.

THEN PERHAPS
I CAN BE OF
HELP.

I'VE NEVER SEEN
ANYONE DOWN
HERE WHO LOOKED
MORE LOST.

WHO...?

FORGIVE
ME IF I
STARTED
YOU.

YOU MUST
BE NEW
HERE.

COMPARA-
TIVELY,
AND YOU
ARE...?

MY GIVEN
NAME IS
ROBERT
JOLLEY...

...BUT MOST
FOLKS BELOW
REFER TO ME
SIMPLY AS...
LEPER.



I MAY NOT BE MUCH TO LOOK AT NOW-- BUT I WAS ~~SOME-ONE~~ ~~SOME-ONE~~ ONCE! WASN'T I?

YES, INDEED I WAS.

AND I KNOW MY WAY AROUND DOWN HERE AS WELL AS ANY-ONE, DON'T I?

YES, I MOST CERTAINLY DO.



THEN YOU MIGHT KNOW A WOMAN WHO CALLS HERSELF MERCY.

EVERYONE DOWN HERE KNOWS MERCY, DON'T WE?

WE'D BE HONORED TO HELP YOU, WOULDN'T WE?

YES, WE DO.

YES, WE CERTAINLY WOULD.

SHE'S A FRIEND OF MINE, AND SHE'S MISSING.

DO YOU THINK YOU COULD HELP ME FIND HER?

THANK YOU, ROBERT, I REALLY APPRECIATE THAT.



ROBERT?



ROBERT, ARE YOU ALL RIGHT?

SUCH A SILLY QUESTION, ISN'T IT?

YES, IT SURELY IS.



ROBERT, IF I'VE SOMEHOW OFFENDED YOU...



LOOK AT ME! LOOK AT WHAT I'VE BECOME!

HOW COULD ANYTHING POSSIBLY OFFEND ME?

I'M SORRY. THERE'S NO NEED, ROBERT. IT'S WHAT'S INSIDE A MAN THAT REALLY COUNTS.

THAT'S A TRUTH IT'S TAKEN ME A LIFE-TIME TO LEARN.

THANK YOU... FRIEND.

IT'S JUST THAT IT'S BEEN SO LONG SINCE ANOTHER HUMAN BEING COULD ACTUALLY BEAR TO TOUCH ME THAT I...

I HAVEN'T ACTUALLY SEEN MERCY
DOWN BELOW IN A WHILE-- BUT
THAT DOESN'T NECESSARILY MEAN
ANYTHING, DOES IT?

NO, NOT A
THING.

PEOPLE COME AND GO
IN THE BOWELS ALL
THE TIME-- AND NOBODY
EVER REALLY NOTICES,
DO THEY?

NO, THEY DON'T.

WELL, NO
ONE, THAT IS,
EXCEPT THIS
RECLUSIVE
GENTLEMAN!

THERE ISN'T
MUCH THAT
GOES ON DOWN
BELOW THAT
HE DOESN'T
KNOW ABOUT,
IS THERE?

NO, NOT
MUCH.

CAREFUL NOW.
HE'S A LITTLE
CAUTIOUS.

HELLO?
ARE YOU
IN
THERE?

HEY, PEEPER!
ARE YOU
HOME?

I'VE
BROUGHT
YOU A
GUEST.

LEPER,
THAT
YOU,
MAN?

CRIPES,
WHY'CHA
SHOUTIN'
ABOUT?

I AIN'T
DEAF,
Y'KNOW...

...AN' I
SURE
AIN'T
BLIND.

C'MON, GET
YOUR SORRY
BUTTS
INSIDE--

--AN' BE
QUICK
ABOUT
IT!

WHO KNOWS WHO
MIGHT BE
WATCHING?



YOU'RE
MICHAEL
ALEXANDER,
AIN'CHA?

I FIGGERED WE
HAD TO CROSS PATHS
EVENTUALLY.

YOU'VE
HEARD
OF ME,
THEN?

WHO BELOW
HASN'T
HEARD
OF THE
GLIMMER--



HEY, DON'T
TOUCH THAT!

JUST DON'T
TOUCH
ANYTHIN'
IN HERE,
OKAY?

GLANG
CLANG

SORRY,
I DIDN'T
MEAN TO--

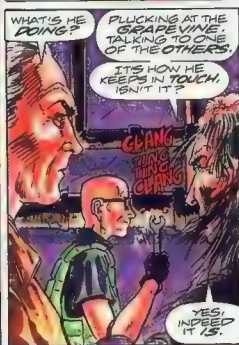


NO SWEAT.

YOU JUST DON'
KNOW WHA'CHA
MIGHT BE
MESSIN' WITH
IN--

GLANG CLANG
CLANG

DARN,
BETTER
SCUSE
ME A SEC.



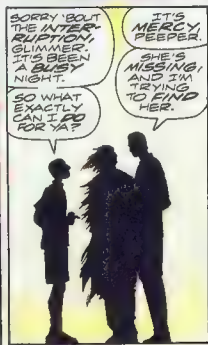
WHAT'S HE
DOING?

PLUCKING AT THE
GRAPEVINE.
TALKING TO ONE
OF THE OTHERS.

IT'S HOW HE
KEEPS IN TOUCH,
ISN'T IT?

GLANG
CLANG
CLANG

YES,
INDEED
IT IS.



SORRY 'BOUT
THE INTER-
RUPTION,
GLIMMER.
IT'S BEEN A
BUSY
NIGHT.

SO WHAT
EXACTLY CAN
I DO FOR YA?

IT'S
MERCY
PEPPER.

SHE'S
MISSING,
AND I'M
TRYING
TO FIND
HER.



CHASM TRIED
TO KILL ME
EARLIER
TONIGHT.

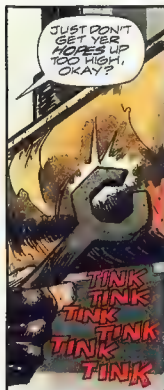
IF ANYONE
HAS TAKEN
MERCY, IT'S
HIM.

I JUST
DON'T
KNOW
WHERE
HE'S
TAKEN
HER.



HEY, MERCY
IS MY PAL,
TOO!

LEMMIE SEE
WHAT I CAN
DO.



JUST DON'T
GET YER
HOSES UP
TOO HIGH,
OKAY?



YEAH?

UH-HUH.

DARN.

**TINK
CLANG
TING
CLANG**



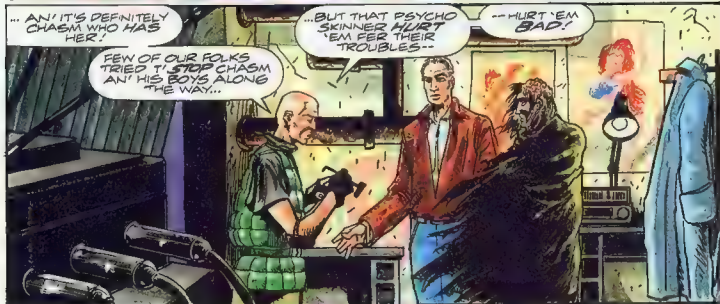
PEEPER,
WHAT--

SHUSH.
NOT
NOW.



WELL, YOU HAD IT
FIGGERED STRAIGHT,
GLIMMER.

MERCY
IS GONE.
ALL RIGHT...



... AN' IT'S DEFINITELY
CHASM WHO HAS
HER!

FEW OF OUR FOLKS
TRIED T' STOP CHASM
AN' HIS BOYS ALONG
THE WAY...

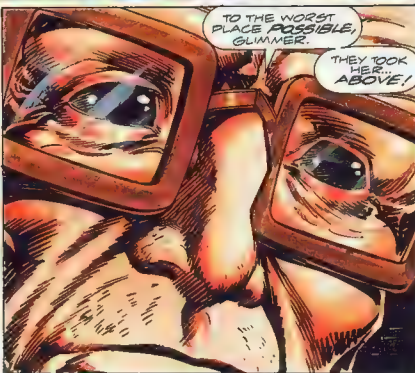
...BUT THAT PSYCHO
SKINNER HURT
'EM FER THEIR
TROUBLES--

-- HURT 'EM
BAD!



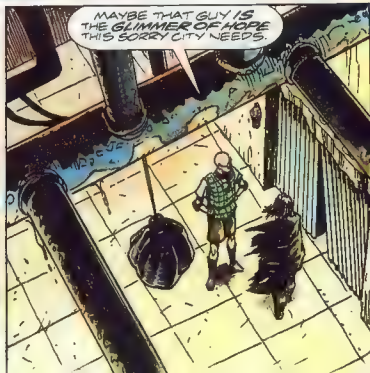
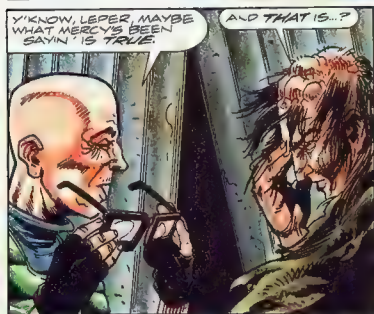
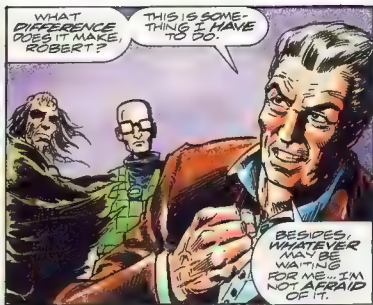
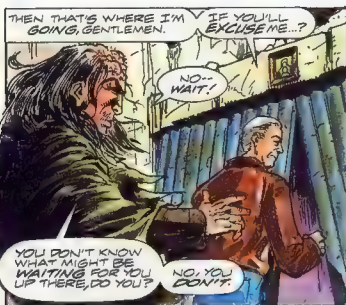
I PROMISE YOU HE'LL
PAY FOR HIS CRUELTY
SOMEDAY.

BUT WHERE
DID CHASM
TAKE MERCY,
PEEPER?



TO THE WORST
PLACE POSSIBLE,
GLIMMER.

THEY TOOK
HER
ABOVE!





I'M SORRY, BUT I REALLY DON'T HAVE TIME FOR THIS RIGHT NOW.

JUST GO TELL CHASM I WANT THE WOMAN BACK--

--AND I WANT HER BACK NOW!

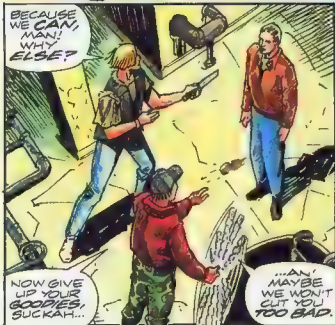
SAY WHAT?!



HEY, MAN--DON'T KNOW NO CHASM.

JUST KNOW WHAT WE WANT, COMPRENDE?

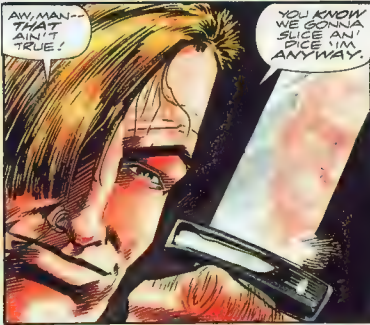
THEN WHY ARE YOU THREATENING ME?



BECAUSE WE CAN, MAN! WHY ELSE?

NOW GIVE UP YOUR GOODIES, SUCKAH...

...AN' MAYBE WE WON'T CUT YOU TOO BAD.



AW, MAN--THAT AIN'T TRUE!

YOU KNOW WE GONNA SLICE AN' PICE HIM ANYWAY.



THEN LET'S JUST DO THE DEED...

BYE, SUCKAH! TRY NOT TO BLEED TOO--

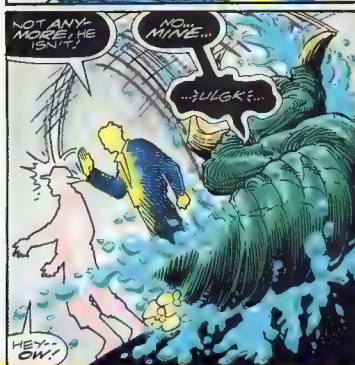
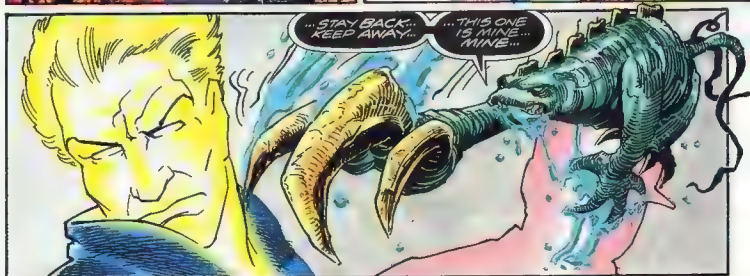
HUH?!

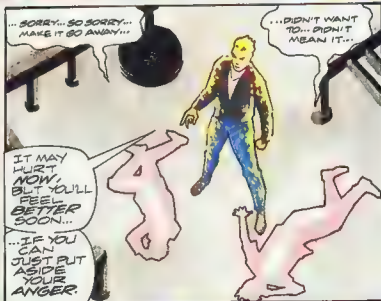
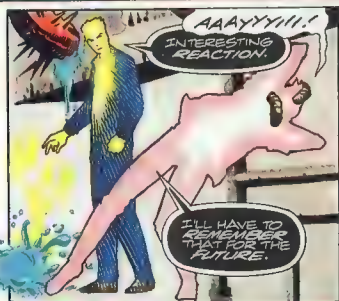
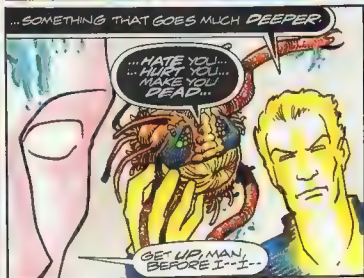
...AN' STOP TALKIN' 'BOUT IT!

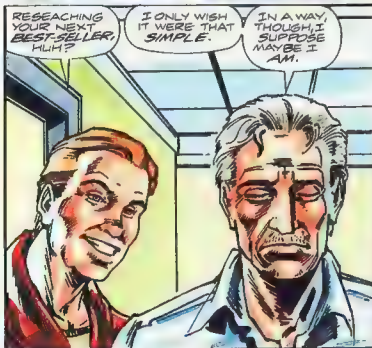
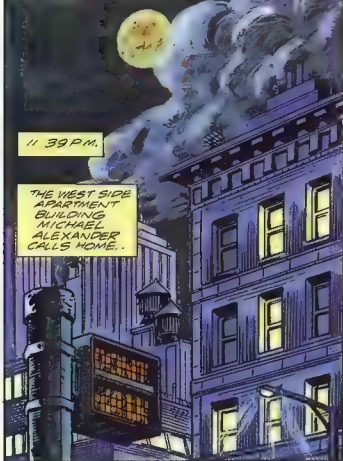


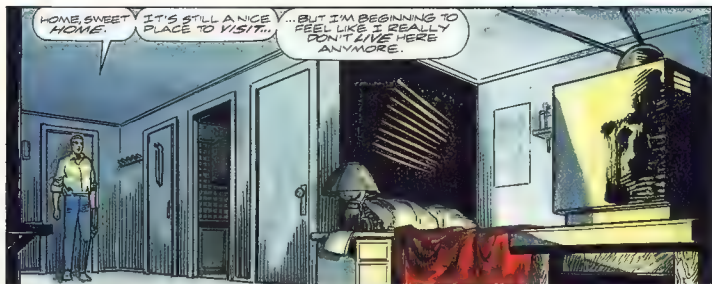
HOW'D HE DO THAT, MAN?

WHERE'D HE GO?









HOME, SWEET HOME.

IT'S STILL A NICE PLACE TO VISIT...

...BUT I'M BEGINNING TO FEEL LIKE I REALLY DON'T LIVE HERE ANYMORE.



EVER SINCE I STARTED TO EXPLORE THE SUBSTRATUM...

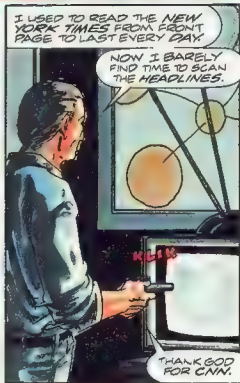
...I'VE HARDLY SPENT ANY TIME HERE.

AND I THINK THAT'S A MISTAKE.



I NEED TO KEEP IN TOUCH WITH THE REAL WORLD.

...IF I EVER HOPE TO UNDERSTAND THE QUANTUM WORLD THAT EXISTS BESIDE IT.



I USED TO READ THE NEW YORK TIMES FROM FRONT PAGE TO LAST EVERY DAY.

NOW I BARELY FIND TIME TO SCAN THE HEADLINES.

THANK GOD FOR CNN.



...IN NATIONAL NEWS, PRESIDENT CLINTON'S HEALTH CARE PLAN SUFFERED ANOTHER SETBACK TODAY...

SO WHAT ELSE IS NEW?



...WHILE VICE PRESIDENT GORE VISITED THE RAIN FOREST NORTH OF SEATTLE...

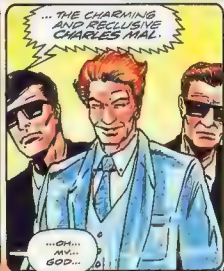
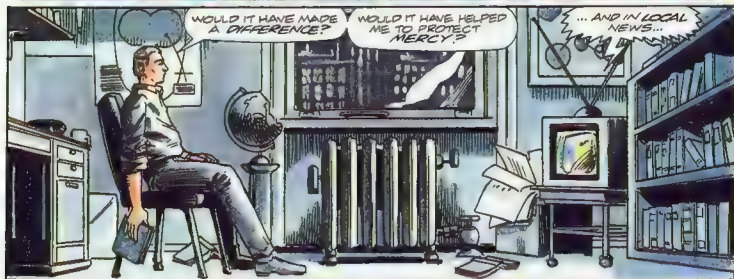
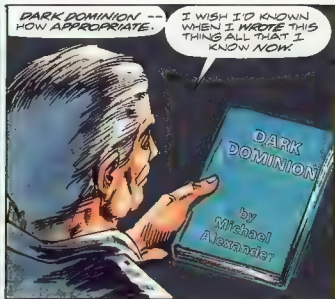
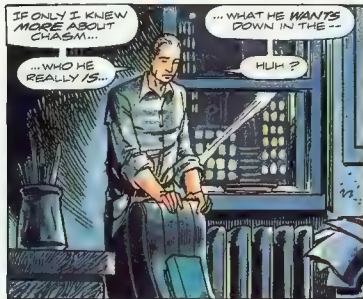
I'M THRILLED FOR HIM...

...BUT THAT DOES NOTHING WHATSOEVER TO SOLVE MY PROBLEM.



POOR MERCY IS STILL HELD CAPTIVE SOMEWHERE IN THIS CITY...

...AND I'VE GOT TO FIGURE OUT SOME WAY TO FIND HER!



NEXT:
"A MAN'S HOME...!"

Letters TO THE EDITOR

DEFIANT welcomes your comments.

Please address all mail to:
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Dear DEFIANT,
The DARK DOMINION #0 card set has not yet arrived, but I bought DARK DOMINION #1 and went ahead and read it anyway. There are many questions I have that were probably answered in the set, however, even without certain knowledge, I enjoyed DD immensely and did not feel at all lost or confused. Michael Alexander is a man of heroic character, cut from the same cloth as PLASM's Mrs. J. His fearless attitude is pretty admirable, considering most of us would be scared witless at the sight of some of these creatures. I kept thumbing back and forth between the two shots of the front of McDonald's, one of our world and the other showing the Q.S. Creepy!! I kinda chuckled at the cliffhanger ending, though. If Michael really is nonphysical when he enters the Q.S., all he has to do is enter it while he's falling, and no problem, right? Chasm should have known better.

I'm glad Len Wein has joined DEFIANT, but I'm sorry Steve Ditko couldn't stay. Not that Joe James did a bad job—far from it!—but the ads for the card set have had me licking my chops for months (it looks like the best Ditko art ever). Well, enough praise. Suffice it to say (as I said with PLASM) that as long as DARK DOMINION is this good, I'll be chipping in my two-fifty. And I may drag in a few other readers while I'm at it. Fair enough? See ya next month.

Tread not in the paths of darkness, my friends!

Yours truly,
J. David Clarke
Arlington, TX

Dear Mr. Shooter:
Here in Puerto Rico I get my weekly shipment from Diamond early enough on Thursdays so that, after delivering the books to my two San Juan stores, I can drive the van across the island to the Ponce store and be back

before midnight. This week, however, the shipment arrived late, and after supplying the San Juan stores and deciding to wait until Friday to go to Ponce, I sat on a bench by my little store at Plaza Las Americas with DARK DOMINION #1. Usually I do not get to read any book until much later, sometimes weeks later, so I was enjoying the fact that this time I could do so right away.

Seeing the McDonald's took me back to my year in the City many years ago. I was doing my practice for a Master's degree in social work, living at International House on Riverside Drive, and scared to death of New York. After a while I became fascinated by and almost in love with Manhattan but was still scared of it. Quite a predicament...

DARK DOMINION has all those qualities that I look for in any book I read. I could not put it down; it disturbed me and started me speculating over the next issue. Cities like Manhattan, where people can live and die without anyone caring or missing them, are the perfect settings for our demons to grow out of proportion and even take control of our lives. Your story touches this "reality" and then gives us Michael Alexander to deal with not only other people's demons but also his own.

I guess that DARK DOMINION will represent to every reader his or her very own reality. As for me, I was taken back to Manhattan and all those feelings, good and bad, all those demons...

Thank you for this experience.

Sincerely,
Nina Anclade
A Time to Play, Inc.
Guaynabo,
Puerto Rico

Mr. Polgardy,
My friend Sean insisted I pick up DARK DOMINION, and I'm glad he did. I always

suspected that New York had a sinister soul, and Shooter and his team have expressed it eloquently. The color took my breath away. As an adult comic fan, I'm a tough sell, but DD made a believer out of me.

Thanks,
Diane Moyer
Chelsea, MA

Dear DEFIANT,
I just read DARK DOMINION #1. Having just created a science fiction title, namely, WARRIORS OF PLASM, you're now moving on to the horror genre. Being a great fan of the former and not so great a fan of the latter, I wasn't surprised that DARK DOMINION didn't enthrall me as forcefully as WARRIORS OF PLASM did. The concept of Manhattan Fear being caused by symbolically real demons is a great one, but it should be used simply as a good and thought-inspiring starting point instead of as an entire premise for a comic book. Because what really can come out of it except slugfests between the "light" and the "wicked"? Same ol' superhero concept: good vs. evil, light vs. darkness, angels vs. demons. The only character I as yet find really intriguing is Chasm, who seems to be controlling and commanding fear and light alike.

But do not misunderstand me: I do think DARK DOMINION #1 is a good comic. Characterization, social issues, realism, surrealism....as good vs. evil tales go, this is an extremely good one! But I had expected something even better from DEFIANT, something the quality of which would touch the level of WARRIORS OF PLASM.

Now, now, dry your tears! I haven't mentioned the best yet: the art. Joe James, his inkers, and Tim Perkins are decidedly a batch of guys you've been very lucky to reel

in. The art and colors have truly got a personality all their own, giving this title a sort of "trademark look," and the quality is undeniably top-notch. I will keep buying DARK DOMINION for the foreseeable future, as I enjoy the art and because I support DEFIANT, but most of all because I want to see if other and more innovative aspects of the central concept will show up. Who knows, I might have been wrong in my assumptions above!

Tue Sorensen
Copenhagen,
Denmark

Dear DEFIANT Crew:
All I could think after reading and rereading the first issue of DARK DOMINION was "WOW!" I mean, I know who Len Wein is and the quality level he can produce—as is exemplified in this latest work of his—but who is Joseph James? This gentleman has excellent storytelling skills: Every panel was imaginative and had something to say. Couple this with the appropriately uncanny colors—who is Tim Perkins?—and you have "powerful, super-action-filled, chilling, intense stuff."

The question arises, Why does this book succeed where attempts by other comic book companies at horror or the supernatural have failed? I have a few insights. First, the story is embedded in realism. Sure, I needed to use a little imagination, but I could relate to Michael Alexander and his plight in New York City. The supernatural was clearly tied to the natural, as it should be. Second, there was considerable character development and interaction. Though Michael Alexander, the protagonist, and Chasm, his counterpart, deserve a lot of attention, we also get information about Mercy and Salvage, both of whom are engrossing characters.

By the way, Mr. Wein's character portrayal and dialogue were revealing, and also effective in making me actually care about all the characters. Finally, and related to the previous points, the book gave me the impression that there are a lot of good stories to come. This feeling is the result of the realism and richness and complexity of the storyline. For example, given that there are these creatures of fear in the substratum, are there also creatures of positive aspects of humanity, such as courage, humility, or love? Can Michael Alexander see these? Can he control them? This potential for great stories keeps readers, including myself, coming back. Keep up the good work.

Sincerely,
Alvaro E. Pereira
Somerset, MA

DARK DOMINION introduces another weirdly interesting piece of the DEFIANT Universe: a dimension of unseen strangeness and frightening reality. DEFIANT has broken the stereotype of so-called heroes (with big guns and protective armor) by introducing a character that is truly different and molding a reality that is truly scary.

The world of DARK DOMINION is like none other. Not threatened by the typical one being of pure evil but by the existence of multitudes of tenacious little creatures preying on the fears of almost all people, this is a place where one man couldn't possibly make a difference—especially one who is too old, too confident, too nice—yet Michael Alexander plans to make a safe haven in his city. This is something I want to see!

Joe Babinsack, Jr.
Pittsburgh, PA



HERE IT IS!

WARRIORS OF PLASM

Zero
Issue

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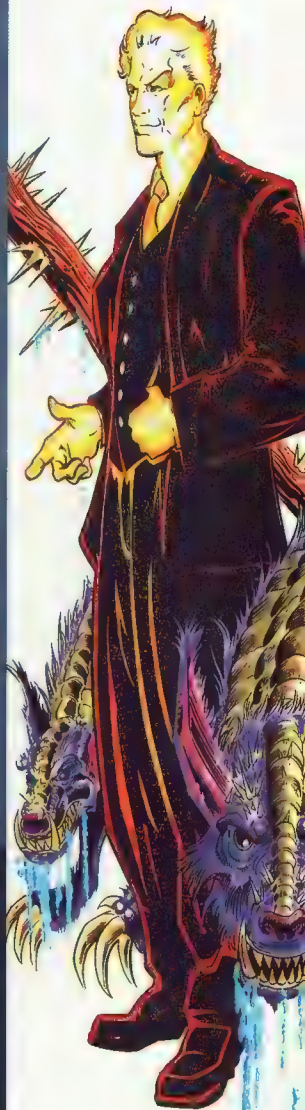
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DEFIANT



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Jim Shooter

EDITOR IN CHIEF

The Marvel lawsuit is over. We won.

Marvel sued for a temporary injunction, claiming that WARRIORS OF PLASM™ was an infringement on their title *Plasmer*, which went on sale only this month.

Here are some excerpts from the Honorable Michael B. Mukasey's opinion:

Plaintiff and defendant are comic book publishers. Both are at the initial stages of publishing new comic book series. Plaintiff's series, which has been announced to the trade and to consumers at trade shows and in plaintiff's other comic books, is called "Plasmer."...

Defendant's series, the first of which has been published, is called Warriors of Plasm....

For the reasons set forth below the injunction is denied....

...plaintiff fails because it has failed to prove likely irreparable injury and therefore has failed to prove also likely success on the merits....

...there has been no showing by survey evidence of such [likely consumer] confusion, nor is there any evidence of actual confusion....

There is obvious phonetic similarity between Plasmer and Plasm. However, although word of mouth may play a strong role in the popularity of a comic book, the actual selection is made visually....

...the sight and meaning tests yield a finding that the marks are dissimilar....

...Although the first issue of defendant's book shows a monster that plaintiff claims resembles Plasmer's evil self, I see no resemblance beyond the natural tendency of many comic book monsters to have sharp teeth and frightening facial expressions.

The appearance of the two comic books is not similar beyond the name....

...a customer with any experience in buying comic books would be alerted by the difference in appearance between the two books to the substantial possibility that they do not have the same origin or portray the same characters.

In addition, the names and logos of publishers are displayed prominently in the left-hand corner of each cover, further differentiating the two comic books....

...the content of the two books is sharply different. Beyond a generally biotechnological context there is no resemblance whatever between the two books....

...a cursory examination would disclose the differences. This dissimilarity would be apparent even to an inexperienced



enced customer so long as that customer had even a slight acquaintance with the genre of comic books....

...In order to find a likelihood of confusion sufficient to warrant an injunction, I would have to find that the prospective purchaser was acting on word of mouth, and knew only the title of the book—Plasmer—and nothing else....

...that doubly hypothetical possibility...is simply too tenuous, absent any evidence whatever, to justify an injunction. Even a purchaser acting on word of mouth that included so much as a rudimentary description of the contents of the book would know that *Warriors of Plasm* is not about the character depicted in *Plasmer*....

...plaintiff has not shown a likelihood of confusion and therefore has not shown a likelihood of success on the merits either. In addition, it appears that plaintiff is the Goliath in this struggle and defendant the David....

Accordingly, the application for a preliminary injunction is denied....

Defending DEFiant has cost us more than \$200,000 and literally hundreds of man-hours. I believe that was Marvel's real purpose—bleed us, waste our time, slow us down, damage us, maybe even put us out of business. Killing competitors is one way to protect your market share.

The loss of money and time has created some problems for us, but nothing we can't handle. We remain DEFiant.

And, oh, by the way—now, more than ever, we appreciate your support.

Funny what stuff runs through your mind when you're sitting in court listening to weasels lie, hoping that the



judge will see the obvious truth, knowing that if he doesn't, the triple damages your adversary claims will put you out of business. I remembered a funny little homily my Grandma McDonald used to say whenever we kids were hurt, disappointed, or downhearted:

*Take a drink from my bottle,
Let it run down thy throttle,
Rise up and strive again.*

I decided that if we unfairly lost, I would "rise up and strive again"—as I have before.

Thinking that, knowing that, gave me strength.

The moral of the story is be strong, stick to your guns, strive again, never give up. Eventually, the good guys win.

Just don't quit.

Defiantly,

Jim Shooter
FYM



“Have you
been tweaked lately?”



WARRIORS OF PLASM





Ed Polgardy

ASSOCIATE EDITOR

Unlike most of my friends, I've never fantasized about becoming a rock star or being involved in that kind of fast-paced lifestyle—but when I attended Comicfest '93, I was sucked into a dream-like, rock concert-like scenario, and in that scenario, I was one of the key members of the band!

As I approached the entrance to the Philadelphia Civic Center on Saturday, October 10th, I spotted a never-ending line of eager fans, which started at the entrance, wrapped around the side of the building, and seemed to wind its way back to the horizon. A sense of excitement saturated the crowd: People were holding stacks of comic books to be autographed, and they searched the surrounding vicinity, hoping to spot a familiar creator's face.

Inside the building, a task force of beefy security guards made sure that everything was running smoothly. People were ushered into the Civic Center in an orderly fashion, their badges checked and double-checked as they headed toward the escalators leading down to the convention's main hall.

My wife, Karen, and I checked in at the professionals' registration booth, then worked our way through the loquacious throng. Karen couldn't believe the size of the crowd. When I'd invited her to join me in Philadelphia, I knew it would be more exciting than the one-day comic book conventions she'd been exposed to before, but I wasn't expecting a turnout of fans rivaling the San Diego ComicCon!

Gazing above the sea of people in the main hall, I quickly spotted the

DEFIANT™ castle rising above the tops of the other vendors' displays. A line of signature seekers was already snaking its way around both sides of our booth. Artists David Lapham, Alan Weiss, and Adam Pollina and writer Jan Childress were already signing autographs. As soon as I stepped into the booth, another line formed—a line of aspiring artists who wanted their portfolios reviewed. Even though I was *scheduled* to do this at 2:00 P.M.—it was only 11:30 A.M.—I decided to begin early to give everyone a chance. Taking a seat, I began to inspect portfolios, spending at least ten (sometimes 15) minutes with each person in an effort to give in-depth appraisals of the work. Four hours flew by in what seemed like a few heartbeats; unfortunately, we had to turn 20 or 30 people away. Yet, on the way back to our hotel, some of those people followed us, and I ended up inspecting artwork as I walked through the streets of Philadelphia!

The following day, when I checked in at the DEFIANT booth to do another portfolio review, no one was waiting for me. I breathed a sigh of relief. Then Brady Darvin, DEFIANT's Sales Administrator, had a Comicfest employee make an announcement over the Civic Center's P.A. system, and I was mobbed again. This time I had to leave early to attend Jim Shooter's "How to Create Comics" seminar, and two people absolutely refused to walk away before they showed me their penciling samples! I quickly obliged, then hurried up to the third floor auditorium with Karen.

The room was packed, and we were lucky to get two seats together. Halfway through Jim's lecture, Clark Smith, DEFIANT's Sales and Marketing Manager, pulled me aside and whispered that I had an important phone call back at the booth. Slipping out of the auditorium, I returned to our display area to take the call. Our Creative Director, Janet Jackson, was on the other end of the line. She had important news for Jim and wanted me to give it to him before he left the building. It sounded like a simple task, but getting back to Jim's lecture wasn't easy.

A security team had blocked off the escalator. They explained that they were afraid Jim was going to be mobbed after his seminar; six huge security guards were standing by to usher him into a private elevator and get him out of the building safely. At first they weren't going to let me go back up to the auditorium, but after proving that I was a member of the DEFIANT staff, they let me pass. Upstairs, Clark revealed the route Jim would take out of the Civic Center so that I'd be able to meet him along the way and relay Janet's message. I explained to Karen what I had to do and asked her to wait for me.

Taking a position just outside the auditorium, I listened to the muffled sound of Jim's voice as he wrapped up his lecture.

Suddenly the doors to the auditorium exploded open. Jim's students exited his seminar, and the empty hallway where I'd waited was now deluged with overzealous fans.

Jim spotted me as he was being maneuvered through the swarming crowd by a phalanx of security guards. I made my way over to him, we shook hands, and he asked how I liked his lecture as the security team whisked us towards the elevator. Then an interviewer from *Amazing Heroes* caught up with us (Jim was scheduled to be interviewed right

after the seminar) just as I started to give Jim the message. Before all of the words made it out of my mouth, a security guard directed Jim and the security team into an elevator at the end of the hallway. The interviewer also managed to squeeze into the tiny compartment, but there wasn't room for anyone else. A crowd of fans (most of them waving to Jim) surrounded me as the elevator doors closed between us. As I turned to walk back to the auditorium, one guy asked me if I was now going to continue reviewing portfolios!

Luckily I was able to find my wife in the crowd and to finally hook up with Jim in our hotel lobby half-an-hour later.

On our way home from the convention, Karen asked me how I felt about all of the attention given the DEFIANT team. I admitted I couldn't believe what had happened.

Comic book creators (and sometimes comic book editors!) are treated like royalty now. Like movie or rock-'n-roll stars, they're worshipped by their fans, and some command big salaries.

It's exciting in a way, but I hope all of this "star power" doesn't go to our collective heads. We need to continue to produce good stories and art, and give back to the fans some of the creative knowledge we've learned: There has to be a new generation of exciting artists, writers, and editors to carry on in our footsteps. That's Jim's philosophy, too, and the credo of DEFIANT—and, frankly, I'm thrilled to be a part of it.

Ed Polgutz





Deborah Purcell

EDITORIAL DIRECTOR

It's 6:00 A.M. on Monday, October 4th, and I'm looking out my office window at the dark Manhattan sky. Only one lit window—much like that of our DEFIANT fortress—looms eerily in my view, and suddenly I experience the great, lonely breadth of New York at night. Yet, in office buildings all over the city, there doubtless are pockets of activity much like that right here—people toiling together hard through the night to meet a critical deadline, ravaged by exhaustion but still putting heart and soul into the job that has to get done.

There were five of us here through the long hours just past—Joe James, Rob LaQuinta, George Roberts, Tim Perkins, and myself—and our mission was to finish painting, pasting up, and proofreading DARK DOMINION #1. Our youngest staff member, Zach Lynch, arrived at 5:30 A.M. to take the completed book and sprint with it to an international flight, delivering it to the printer on time.

Thursday, October 21st, 3:00 A.M....Once again, a DEFIANT penciler, inker, letterer, two colorists, a paste-up artist, and an editor continued to ply the comic book trade into the hours before dawn. Grey was here putting finishing touches on THE GOOD GUYS #1, as was the title's inker, Charles Yoakum. Tim Perkins painted pages of this issue, DARK DOMINION #2, while Oclair Silverio completed the cover of WARRIORS OF PLASM #5. George Roberts was lettering PLASM #4, which Rob LaQuinta then took in hand to paste up.

I wonder if you have any idea how hard these guys work...some of them thousands of kilometers from home...others only a matter of a few miles, though it may as well be thousands, considering how infrequently they have an hour to themselves.

Before he began freelancing for us (painting the WARRIORS OF PLASM Graphic Novel, "Home for the Holidays"), Oclair, who is from Sao Paulo, Brazil, had never been on a plane. He speaks a mere several words of English, is living alone in a modest hotel, and had to bid good-bye to his wife and 18-month-old son for more than a month. Likewise, Tim, from Blackburn, England, who is here to color DARK DOMINION, had never before been to the States and has not seen his wife, 10-year-old daughter, and 6 1/2-year-old son for the same length of time. And Charles, from Sacramento, California, dropped everything on the West Coast for an indefinite period for the good of THE GOOD GUYS.

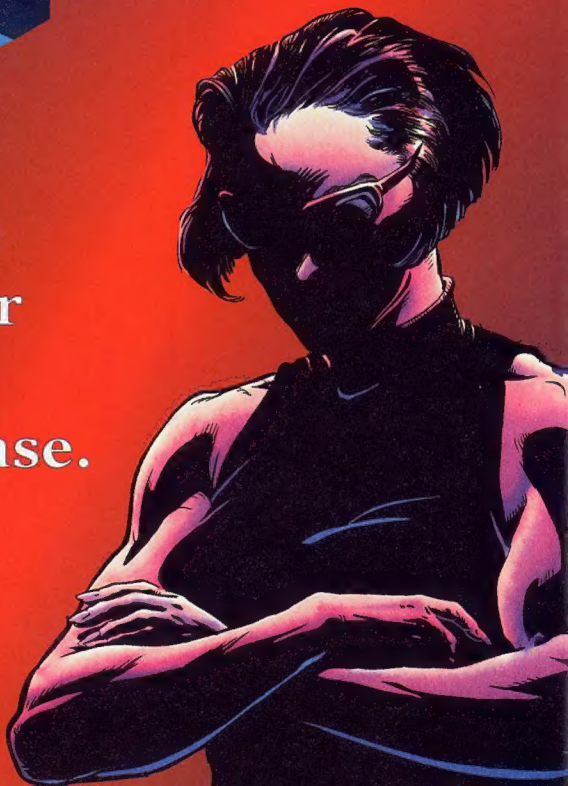
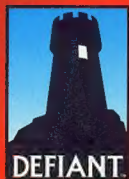
What a bunch of troopers. How trite it sounds to say it, but they're good men all...dedicated and true. I applaud them sincerely, and hope that *you* will think of them with as much respect, affection, and gratefulness as I do...day after day, night after night.

Deborah Purcell



THE GOOD GUYS™

Kids
were
never
this
intense.



WARRIORS OF PLASM

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